

# SERPENTINE

## ATARI INSTRUCTIONS

You begin each game with a stable of three tame blue serpents. They can be controlled with a joystick connected to Slot 1. Press the joystick button or the **START** key to begin play.

Your objective is to survive long enough to lay eggs and raise your young. Unfortunately, this is a snake eat snake world, and in order to survive you will have to avoid or devour the hostile orange serpents that emerge from their chamber in the lower left corner of the maze.

Big serpents swallow little serpents—this is a fact of life. So attack the orange serpents from the rear—you are faster than they are, at least when you are young, and can bite off their tail segments until you are longer than they. Once they are shorter than you, they turn green (with envy) and can be attacked from the front.

Serpent tails are not very nutritious and will not help your blue serpents grow. However if they eat a green serpent from the front or catch a frog, your serpents will grow one segment in length. (The enemy serpents also love to eat frogs.) No serpent will grow longer than seven segments, no matter how much it eats.

All serpents lay eggs. Blue serpents lay lovely white eggs; orange and green serpents lay ugly speckled eggs. Eggs eventually hatch unless they are eaten first. They are very nutritious—frogs look for them and eat them, as do enemy snakes. Serpents lose one segment when they lay an egg. If your serpent tries to lay an egg when it is only two segments long, it will die in the process, since no self-respecting snake can survive unless it is at least two segments long.

Once all of the enemy snakes are eaten, the white eggs will hatch and return to your stable. A new level will then start with a new maze.

### SCORING:

Eating a frog scores 500 points and adds one new segment.

Eating a spotted egg scores 150 points times the level you are on and adds one new segment.

Eating serpents scores 100 points per segment on levels 1 and 2. The score per segment increases by 100 points every other level.

Eating serpents head on scores 200 points per segment on levels 1 and 2 and adds a new segment to your serpent. The score per segment increases by 200 points every other level.

Extra serpents are awarded for reaching 20,000, 50,000 and 100,000 points.

## Brøderbund Software

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## INSTRUCTIONS FOR LOADING CASSETTE TAPES WITH THE ATARI 410 PROGRAM RECORDER

1. Remove all cartridges from the computer.
2. Insert the prerecorded cassette tape into the program recorder with the label reading toward you.
3. Push *REWIND* to locate the beginning of the tape.
4. Hold down the *START* key on the computer keyboard and then press the *POWER* switch *ON*.
5. Press *PLAY* on the program recorder and then press *RETURN* on the keyboard.
6. When the tape stops, the program has been transferred from the cassette tape to the computer.
7. Push *STOP* on the program recorder.
8. Follow the game play instructions to begin.

## CARING FOR TAPE CASSETTES

To protect the data on your cassette tapes:

Keep cassettes in their protective boxes when not in use.

Keep cassettes dry.

Avoid extreme heat or cold.

Avoid touching the tape in the cassette.

Avoid pulling the tape out of the cassette. (*The tape may be wound back into the cassette if necessary by carefully turning the tape hub with a six-sided pen.*)

Keep cassettes away from magnets, electrical or electronic equipment, telephones, etc.